

OVERHEAP

A videogame for Amstrad CPC 464

Instructions

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1. CONTROLS

When the game is completely upload, you will see the main menu with this option

1. Play: This option will run the game.

We control the hero using our keyboard, to move the hero you have to use W A D, in order to jump, left, right. Furthermore, you can shoot to kill every, to shoot you will use P key.

The function of every key are the following:

W: jump
A: move left
D: move right
P : shoot

During the game, when you complete one round, the game will make a pause. To initiate THE NEXT ROUND , you have to press X key. This method will be indicated like a little menu in game. And if you died, you will have to restart the game pressing Z key.

X: next round
Z: restart game

OVERHEAP does not save the game progress, once you game over or you have restarted the game, it will start in the first round.

2. How to play

Your objective is complete 5 rounds to clean the castle. To complete one round you will have to kill every enemy in the scene. To overcome one round, the game will pause, you can to take advantage of time to make a little break before next round.

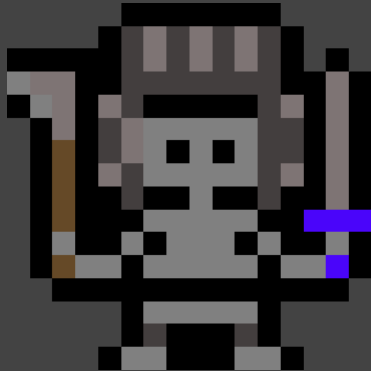


Remember , depending on the round you have overcome, the next enemies will be stronger!

Each round overcome add two points of life to every enemy, and depend of the lifes they will upgrade his skills moreover, you will have to kill one enemy more by round overcome.

If you died, you will be back to the beginning of the scene and the enemies will restart his lifes and they will be two like first round.

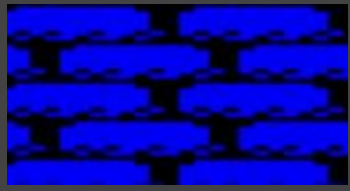
The elements which you can interact are the next

Enemigos

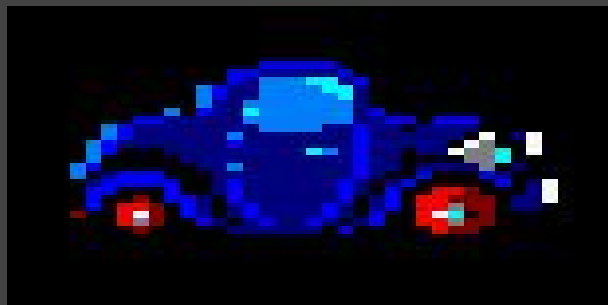
	<p>SKELETON When it detects you it shoots a MORTAL burst.</p>
	<p>VAMPIRE When it detects you, it fires a burst. Be careful when you crash on him. He is very strong and when he has little life he transform.</p>
	<p>BAT The transformation of the vampire. He will try to run away.</p>

MAP

	<p>SOLID BLOCK They are solid blocks through which you can walk but not through, modify or break. They make up the structure of the map. They are also used as platforms to</p>
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	jump.
	BACKGROUND As its name suggests, this block represents the bottom of the map. It has no other functionality

3. REFERENCE TO CHICAGO'S 30



One of ur enemies is the car that is used in the classic Chicago's 30. Try to drive the car and you will see what happens! :)



4. CREDITS

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